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TWO-PLAYER COMPETITION MOTORCYCLE RACING GAME!

THUNDEROUS STRAIGHT-AWAYS!

BIKE-TO-BIKE BUMPING!

HIGH-BANKED TURNS!

TUMBLING SPILLS!

TIGHT TURNS!

JUMPS!

3-D GRAPHICS with texture mapped polygons are created utilizing Namco's superior new Super System 22 hardware.

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GIANT MARQUEE displays first through fourth positions in CYBER-BRIGHT colors!

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- Neo Yokohama: a futuristic technical course in an urban area at night.

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- ANTHIAS – This state-of-the-art machine is easy for the amateur rider to control.
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THE THRILL OF REAL MOTORCYCLE RACING: Lean the motorcyles to turn, use throttle and brake to control speed!

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TIME OUT

February 1996

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JOHNNY MNEMONIC™

You're in the MNEMONEY
Go straight to the top Johnny
$600pw from our test location
makes you the best

Cruisin' USA

MIDWAY

OK, YOU ASKED FOR IT. NOW YOU SHALL RECEIVE, ONE LAST PRODUCTION RUN -

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THE GAME YOU'VE BEEN WAITING FOR...

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CLASSIFIEDS

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Mortal Kombat 2	$1200
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Spinal Breakers	$75
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Street Fighter 2 Turbo	$700
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DEDICATED FOR SALE

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World Rally	$3250

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PH BEVAN 09 525-0200

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Spinal Breaker	$75
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Street Fighter 2 Hyper Fight	$350
Tekken 1	$1600
Tumble Pop	$250
Twin Cobra	$100

PINBALLS FOR SALE

Addams Family	$3000
Creature/Lagoon	$3000
Dr Who	$3000
Fish Tales	$3000
Getaway	$3000
Terminator	$3000
Twilight Zone	$3000
White Water	$3000

DEDICATED FOR SALE

5x Wurlitzer cigarette machines	$850
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10x 26" Wahlee cab. coin mech	$1000
3x True Blue Shaped Pool Tables with coin mech, only 6 weeks old	$2 $4000

PH RICHARD OR DAVE 09 302-2764

PINBALLS FOR SALE

Terminator 2	$2000
Star Trek	$4300
Addams Family	$4100
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Getaway	$2000
Twlight Zone	$3900
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WANTED TO BUY

Three Wonders
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PH 04 567-8757

FOR SALE

Final Lap 3	$8500
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Whitewater	$1800
Off Road	$1200
Beast Buster	$1000
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PH KARL 06 385-8295

FOR SALE

Cyclone pinball	$1200
Whitewater pinball	$2800

other units available

PH LEON 09 297-7863

FOR SALE

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PH GEORGE 03 388-8142

FOR SALE

26"/25" 2nd hand cab complete with electronic mechs	$1600

PH 03 338-1411

NEW FROM NAMCO

A clever new gun game ... a mystical sword combat game ... and a wild, off-track racing simulator are the latest offerings from Namco

America. The gun game is Time Crisis, and it stirred up plenty of positive talk when Namco showed it to select distributors in their suite at last fall's AMOA Show. Now the game is ready to ship late this month or early next month, so operators and players can see what all the excitement is about.

Available in two formats (27" and 50"), Time Crisis appears to be one game that justifies its dedicated format. Basically, a special feature allows players to pump a foot pedal, causing their onscreen character to come out from his protected position behind various objehês to advance into the game - able to shoot and be shot. As long as you hold the pedal down, you can move and exchange bullets. By releasing the pedal, your character ducks or crouches behind the nearest available cover: safe, but unable to see or shoot. The player starts with six bullets and "reloads" by releasing the pedal.

The storyline is simple: you are the hero, Special Agent Richard Miller. Your mission is to rescue the President's kidnapped daughter from a renegade gang of overthrown political power mongers. System 22 graphics, like those seen in Tekken and Tekken 2, deliver plenty of visual realism.

Two different modes of gameplay may be selected. In "story mode," players must defeat all enemies in four zones within the given time limit, before progressing to the next four-zone stage. Each zone contains four to seven groups of enemies! Game ends if time expires before you clear each zone, or if you run out of "lives" (number of lives is operator-adjustable). If you defeat all the enemies in each zone, you can experience a happy ending by rescuing "Rachel" from the bad guys and escaping from the enemy castle.

"Time Attack Mode" lets players select one of the stages; he gets unlimited lives but must really race against a faster-moving clock to get the job done. Skill in this mode is measured by several yardsticks: how fast you clear each stage, shooting accuracy, number of enemies hit, and damage sustained. In this mode, you're going for a high final score, not trying to live the happy ending.

First shown to the US market at the IAAPA Show in November, Soul Edge is a one or two player kit (also available in 27" dedicated format). System 11 hardware provides beautifully rendered, shaded, texture-mapped graphics with unusually sophisticated lighting effects (shadows, dawn, dusk, night lighting, shiny sword blades, etc). Based on motion-capture technology, the polygon graphics give no rough edges, no blocky shapes... these characters live and breathe, scowl and gasp for breath, vanquish enemies and die heroically! They can side-step, defend, counter and perform any number of dangerous-looking special moves. Players will discover certain combinations are needed to defeat their opponents, All this action is controlled by three attack buttons, one guard button and a joystick. The storyline is some wonderful mystical nonsense about "clans" from all over the world who clash at arms during the 15th century. These tramp about the globe in search of two legendary swords: the Sword of Salvation and the Sword of Destruction. It's shipping now.

Another IAAPA debut game was Dirt Dash, a one-player driving simulator with a choice of three vehicles: a revved-up sports car, a 4X4 super truck, or a dirt buggy. Each vehicle reacts differently to player handling, with unique characteristics in cornering, climbing, and punishment. For example, if you really beat up the door on one vehicle, it swings open and shut constantly for the rest of the game!

Players may choose their starting point on any of five selectable courses, and three difficulty levels. They race against other cars while trying to get over or around the appropriate obstacles ... from fallen trees in dark jungles, to snowmen on the icy mountain slopes. System 22 graphics provide crisp, vivid, detailed backgrounds and settings as you whiz past the checkpoints and look for the hidden shortcuts. Feedback steering is creatively co-ordinated with graphics (icy roads make the wheel go "squirrely," requiring countersteering in sharp turns, etc). It ships this month.

For more information, contact your local agent.

CLASSIFIEDS

Whac-a-Croc with tic.dispenser	$13000
PCBS FOR SALE	
1x Armoured Warriors	$1300
1x Knights of the Round	$700
4x Mortal Kombat 1	$1000
2x NBA Jam Tournament	$2200
2x Slam Masters	$200
4x SF Champion Edition	$350
5x SF Hyper Fight	$350
5x SF Super Turbo	$1500
3x SF2	$200
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1x Sunset Riders	$400
1x Vendetta	$400
3x Wrestlefest	$100
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Red uprights 26" video game cabinets electronic mech excellent cond.	$2000
Red lowboys 26" video game cabinets NRI mechs excellent condition	$1800
PINBALLS FOR SALE	
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World Cup	$6000
Any 3 pinballs below $1200	
Demolition Man	$5600
Indiana Jones	$4600
The Flintstones	$6800
PH MAARTEN OR ALEX 09 524-5773	
FOR SALE	
Addams Family	$4300
Black Rose	$2300
Creatures/Lagoon	$2800
Demolition Man	$5100
Dirty Harry	$6500
Dr Who	$3500
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Fishtales	$2500
Flinststones	$5000
Indiana Jones	$5000
Jokez	$1100
Judge Dredd	$3800
Partyzone	$2100
Police Force	$1300
Popeye	$3500
Riverboat	$1400

Roadshow	$6600
Star Trek	$4500
Taxi	$1100
Terminator 2	$2200
The Shadow	$7200
Theatre of Magic	$7600
Transporter	$1400
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Whitewater	$3000
World Cup 94	$6500
PH MIKE/KEN 04 389-3919	
FOR SALE	
Virtua Cop p-type	$22,500
Revolution X	$6,500
Arm Champs 2	$7,500
Lethal Enforcer	$4,200
Alien vs Predator - b board	$800
X-Men b board	$850
Jacky Chan	$1,100
Bomber Man World	$600
Primal Rage	$1,100
Dark Stalkers b board	$800
Virtua Fighter remix	$1,400
Virtua Fighter original	$2,300
Mortal Kombat 2	$1,200
Armoured Warriors	$600
Dirty Harry	$6,500
Flintstones	$5,500
Jack Bot	$7,200
Judge Dredd	$3,600
World Cup	$6,700
Twilight Zone	$3,900
PH MERV/TREV 03 477-6541	
PCBS FOR SALE	
Aero Fighters	$750
Alien vs Predator	$650
Armoured Warriors	$650
Bomber Man	$600
Dalk Stalkers	$750
Gun Bird	$1500
Karate Tournament	$420
Lethal Enforcer	$1975
Lord of the Gun	$1000
Major Title	$450
Major Title 2	$850
PH BEVAN 09 525-0200	

CLASSIFIEDS

PCBS FOR SALE

Air Duel	$300
Altered Beast	$100
Beach Volleyball	$100
Buggy Challenge	$200
Captain Commando	$500
Champ Wrestler	$100
Cobra Command	$100
Columns	$150
Dark Zeal	$100
Dragon Breed	$100
Dynamite Duex	$100
Eco Fighters top board	$450
Estwat	$100
Fighters History	$300
Final Fight	$250
Flying Shark	$150
Gang Busters	$100
Gemini Wing	$100
Growl	$150
In The Hunt	$250
Karate Blazers	$300
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Rampart	$200
Relief Pitcher	$300
Robo Kid	$100
SF2 Super Turbo	$600
SF2 Hyper	$550
SF2 Super	$200
Shogun Warriors	$200
Silent Dragon	$300
Slam Masters	$300
Sno Bros	$100
Sunset Riders	$700
Super Volleyball	$100
TMNT 2 player	$200
Touch Down Fever	$150
Twin Cobra	$150
Under Cover Cops	$400
Vandyke	$100
Varth	$300
Vendetta	$300
Warriors of Fate	$500
Wrestlefest	$300

DEDICATED FOR SALE

3p Off Road	$2000
After Burner 2 upright	$1500
Enduro Racer	$2500
Line of Fire	$2700
Operation Thunderbolt	$1000
Rad Rally twin	$8500
Revolution X upright	$7000
SCI Dedicated upright	$2200
Sovolov	$6000
World Rally 26" upright	$1950

PH KEN/MIKE 04 389-3919

NEO GEO FOR SALE

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10x Art of Fighting 1	$200
4x Burning Fight	$200
8x Fatal Fury 1	$200
4x Fatal Fury 2	$250
1x Karnovs Revenge	$400
1x King of Monsters 1	$200
1x King of Monsters 2	$250
2x Mutation Nation	$200
2x Ninja Combat	$200
3x Ninja Commando	$200
1x Pulstar	$400
1x Sengoku	$200
2x Soccer Brawl	$250
2x World Heroes 2	$250
8x World Heroes 1	$200

Any 5 cartridges for $800

DEDICATED FOR SALE

Cruisin USA dx excellent cond	$36,000
Drug Wars 50" & consol (laser disc very reliable) great graphics	$13,000
Final Lap 3 twin seats, NRI mech 26" screen excellent condition	$8,000
Laser Kits (Mad Dog 2, Crime Patrol, Drug Wars)	$4,500
Lethal Enforcers 2p gun game 26" cabinet & NRI mech excellent condition	$4,200
NBA Jam Tournament grey 26" elec mech and decals	$4,200
Revolution X 3 guns full decals	$7,000
Underfire 2p shaking guns	$5,000

PH MAARTEN OR ALEX
09 524-5773

New Zealand News

Welcome back to our first addition of Time Out for 1996. I hope the holidays went well for you all personally and in the business sense.

Looking forward to 1996 certainly gives us optimism for the entertainment industry and for our section in that industry specifically. I can not recall a time when equipment was taking so much. Given that new equipment is more expensive the return on investment is still excellent and improving with new games like Namco's Alpine Racer and Time Crisis and Sega's Manxx TT now available.

The list of new faces in the industry continues to grow with one new operator after another discovering new areas for equipment to be operated profitably and at new lower commission rates. New equipment in new locations at 20% is the necessary formula to ensure game profitability and adequate funds for reinvestement into new equipment. A site contract is the only way new equipment should be operated on that location and only seems to be a problem for the operator. The site owner accepts the fact that your investment level requires some form of guaranteed tenure period.

So with February here and the first of the Japanese Shows and the new equipment releases due I am looking forward to an exciting new period - no one could ever call this industry boring ...

TOP NEW GAMES FOR 1995

DEDICATED

Crusin' USA
Sega Rally
Daytona USA
Alpine Racer

PCBS

Neo Geo System
Street Fighter Alpha
Killer Instinct
Tekken

PINBALL

Theatre of Magic

This month we see the release of:

Neo Geo Turf Masters
Neo Geo Golf
Johnny Mnemonic pinball
Killer Instinct 2 - dedicated unit
Spider Stompin redemption game
Time Crisis dedicated

We currently have in stock at the time of print:

Toshinden 2
Alpine Racer 50"
Indy 500 pinball
Tekken 2 - "B" version
Marvel Super Heroes "A" and "B"
Street Fighter Alpha "A" and "B"
Goal Goal Goal - Neo Geo
Crusin' USA twin dedicated
Skee Rolls redemption - second hand
Sega Rally twin drivers
Neo Geo one and two slot kits
Air Hockey - standard & deluxe

We also have units of our 25" arcade and lowboy cabinets as well as our 50" standard cabinets in stock.

AUCKLAND

Good to see that NZ's only major Theme Park "Rainbows End" received a 1995 Brass Ring Award at the latest IAAPA show for the quality of its TV advertising. I am sure all of you who have seen this ad will agree that it is an excellent promotional tool.

Music Makers (NZ agent for Rowe Jukeboxes) are very

happy with the response to their new style coin-op Snooker and Pool table combined, shown recently at the AMOAQ Show. The product attracted some good international press and with the table containing some unique NZ made high-tech sensor equipment it seems they will have this market segment to themselves for some time. Interested in more details - contact Grant on 09 630-4440.

Stages Time Out recently had a number of pcbs stolen when burglars broke into the centre and removed 10 pcbs from the backs of machines. No money was taken and it seems that these units are intended for some thieves' operating round. Boards taken included Raiden 2, Raiden Delux, Marvel Super Heroes. A video of the thieves breaking in was taken and this is currently with police. Any operator being approached with any suspicious offers should contact Auckland Coin on 09 524-5773 or their local police office.

A "No Fear" pinball was stolen from Time Out Leisure's factory late last year. The serial number of this unit is 103642 and a reward is offered for information leading to its recovery. Please phone the Time Out office on 09 525-0200.

Time Out Leisure wishes all customers our Compliments of the Season for 1996, and trust that all had a satisfying break albeit a short rest from what has been a busy 1995.

Our congratulations to Bryce and Susan on the early arrival on the 8th of December last, of daughter Freya weighing 5lb 8oz.

Time Out Leisure welcomes their latest arrival Joe Schuffelen to the position of Service Manager. Joe has had experience with the Coin Op industry in Holland and brings his knowledge together with a habit of drinking Heineken to the Great Unwashed.

Several TOL staff recently went overseas during the Christmas break. Most notably were Kevin and Rachel who spent New Years with Richard and Marion on Waiheke. Our sources indicate a state of drought existed at the local wholesale when they finally left.

ACM's Maarten Boogert was also seen on Waiheke together with Kevin, Rachel and a very (sea?) sick Jackie King from Stages.

Time Out Leisure has lost long time residents Kevin and Rachel who recently moved offices to Stages to be closer to the pulse of the Auckland entertainment scene. Contact numbers for Stages are ph 09 307-2422, fax 09 307-2021.

Joyworld is under new management with Mr Alf Pivac taking over the helm. Alf is a respected veteran of the industry and brings his many years of experience in operating arcades to Joyworld. We wish Alf and staff all the best in their new venture.

Congratulations to all those involved on the opening of the new "Galaxy World" arcade.

The Harrahs Sky Tower is currently 160 metres (525 feet) high and still growing at 4 metres (13 feet) per week ...

Auckland Coin Machines would like to congratulate Village Force Cinemas on the new Village 8 multiplex Highland Park, Auckland. Inside this very stylish complex, Auckland Coin has opened a new "Timeout Funzone". With plenty of room to play with we have managed to fit in 2 Indi 500 Twins, 2 Sega Rally Twins, 2 Suzuka 8 Hours Twins, Cruisin' USA Deluxe and plenty of the top video games to keep everyone happy. The opening date was two days before Christmas so as you can imagine the boys had their fair share of pre-Christmas stress, now all we need is patrons and lots of them.

ROTORUA

Hope Robert and Jan had a good holiday in Queensland despite their flight being delayed due to a hurricane racing through the area.

HAMILTON

Congratulations to Quantum Leisure who are now selling their pool table range exclusively through Group Rentals group of companies.

Mike Green has recently taken over as manager of the Pinball Company. Mike has decided to capitalise on their strong presence in the hotel business with the introduction of new drivers.

GAME PREVIEWS

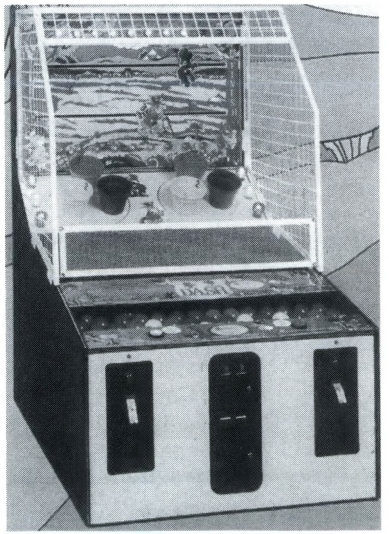
DASH

Dash is a two-player, ball-toss race game from Coastal Amusements that offer-fast-paced action for kids.

Gameplay is based on the popular child's tale "Tortoise and Hare." Players toss soft plastic balls into two sets of three brightly coloured buckets rotating on two platters. Each bucket is specially marked with numbers 1, 2 and 3. These numbers correspond to the distance characters will advance towards the finish line.

Tickets are awarded to both players, with the winning player receiving twice as many tickets as the second-place finisher. Race competition is highlighted by continuous music and flashing lights. While Dash can be enjoyed by all age groups, it is considered to be for ages 4 through 14.

For distributor referral or additional information, contact your local agent.



JOHNNY MNEMONIC

Based upon William Gibson's acclaimed short story and the hot new movie starring Keanu Reeves, "Johnny Mnemonic" is sure to be a Cyber Hit with dimensional graphics created to capture the virtual reality scape of the movie.

The industry's first magnetic Data Glove captures the ball in mid air and guides it with 4-way controls to the Cyber Matrix.

Special effects, unique picture-in-picture dot-matrix animations, DCS sound system pulses original music, sound effects and custom speech created at Williams studios make this game a winner. "Johnny Mnemonic" personifies Williams reputation for longer playing, better playing games.

GAME PREVIEWS

VIRUALITY SHOOT OUT ALL IN A CLAY'S WORK

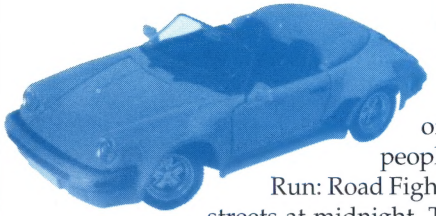
British VR company Virtuality has teamed up with shotgun manufacturer Winchester to produce a virtual reality clay-shoot simulator.

Total Recoil encompasses the three main disciplines of clay shooting, plus the all-action Quickshot Carnival which is set in a fairground. Each game includes three skill levels.

In Trap Master players move round the five positions on a trap field and try to shoot the clays. Meantime in Skeet Master, players take up their positions on the six stands of a skeet layout and shoot at clays ejected from high and low trap houses.

The third game, Clay Master, puts players in a countryside environment and has them shooting for clays simulating all types of flying game.

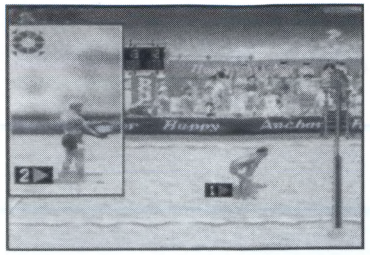
KONAMI ROARS



What do Konami Ltd, and Konami America have to show for their huge investment of resources into new plant, technology and people? Plenty. Their next driving simulator, Midnight Run: Road Fighter 2, puts sports cars into an illegal race on city streets at midnight. Throughout the game, players can switch back and forth among different views of the action; they can also switch back and forth continuously from manual to automatic transmission (engine sound effects indicate gear changes). Konami's coin-op marketing manager Richard Rush said: "This game's incredibly detailed graphics and impressive lighting effects are like nothing I've ever seen before." Delivery starts in March with a limited run of one-player deluxe units featuring a handsome bright-yellow pod-type cabinet and 50" monitor. Dual-player sitdown version (with two 33" monitors) will get full production soon after.

MAKER: GAELCO • MARKET: PCBS

Gaelco of Spain, Europe's largest video game developer, has Touch and Go on the market. The game is based on beach volleyball, has outstanding graphics and is played with only one button. The game can be operated in three different ways, as a two-player cabinet, two linked cabinets for 2 + 2 from just one PCB or as a four player cabinet.



WELLINGTON

Welcome to new site operator Craig Sharp, who has recently purchased a Cruisin' USA from Spactec Coin, for a new site, good luck with your new investment Craig.

Wellington had an awesome New Years Eve with all the town shops pumping. According to one spectator you could not move in Pigeon Park. This really helped to boost the image of the new Alpine Racer in town.

A new Time Out Centre was recently opened in Napier at the new Downtown Cinemas, it took Spacetec Coin staff Ken and Brett just four days to open it with some of the equipment not coming till the fourth day. Paul Jones is being kept very busy making it all work.

Ken Thompson recently took a trip to Gisborne to stay with local operator John Bain (a keen fisherman). Armed with a couple of cray nets and fishing rods the stories coming back to Wellington of seafood feasts started to sound a bit like the stories told in the Fishtales pinball.

The new Lazer Force game recently installed at Time Out is continuing to prove very popular - especially for groups. Wellington is now officially the sunshine capital of New Zealand with the official top sunshine hours recorded for 1995.

BLENHEIM

All of Christchurch spent the Christmas holidays locked into motor camps and motels giving this area a big increase in revenue.

CHRISTCHURCH

We will soon have another new shopping mall in the city with Shirley being remarketed as "The Palms" and ending up as one of the largest malls in the South Island. Christchurch must surely be becoming overshopped in this area.

Hoyts have almost completed their latest multiplex cinema in the Northlands Shopping centre. The opening of the theatre will mark the end of the rebuilding of this centre into one of Christchurch's best.

The holiday period has been very weather dependent with street locations being very quiet unless it is really wet. We seem to have more people in town but this does not reflect in the income figures. A new "Fat Ladies Arms" hotel recently opened here. This franchise has steadily spread throughout New Zealand and markets itself directly to the student age group. Semi-naked Air Hockey is one of the tame events.

DUNEDIN

While Reg McDowell has not been operating coin machines for some time, he has still been involved in the industry as the owner of some hotels. He recently finished rebuilding an old bike shop into a bar, bistro with a pool area and games in the student area of Dunedin. I am sure he was very happy when KFC decided to build next to him and McDonalds opened just across the road.

Phio from "Pluto's" has just spent his second Christmas in our industry and was certainly happy that over this period Dunedin lived up to its well deserved reputation as the "wet" city.

Nice to see some new Kiddie rides arriving in the country from Video Tech.

QUEENSTOWN

While this area has experienced some unusual weather over the last few months the town itself now boasts a number of local and even one Auckland operator. New Years celebrations went very well as did some new Crusin' and Daytona units over that period. It seems a number of shops trade 24 hours all week and create quite a night life.

INVERCARGILL

A new Video Easy store opened in town just before Christmas and has enjoyed some good trading over the holidays.

A new proposed shopping mall planned to give shoppers the only covered shopping in this sometimes rainy city has been put on hold as the council and developers discuss options.

APOLLO/SATURN V CENTRE

BRC Imagination Arts of California has begun production for the $NZ40m interpretive visitor centre to be located at the Kennedy Space Centre in Florida.

The new Apollo/Saturn V Centre is scheduled to open in December, 1996. The new 100,000 square feet facility will showcase the evolution and success of NASA's Apollo programme and America's historic moon landings. Included in the new venue will be an actual Saturn V rocket, one of only three remaining in the world.

According to Bob Rogers, founder and chairman of BRC, his company is producing two major new theatre shows for the centre.

The first, the Firing Room Theatre, will be an authentic representation of the original Firing Room as it existed during the Apollo programme. The highlight of this show will be a large-scale visual presentation on three screens that places the audience in the final countdown sequence for the launch of Apollo VIII, the first manned mission to the moon.

The second, the Lunar Surface Theatre, consists of a multi-media presentation highlighting the accomplishments of America's moon landings. It will recreate the most dramatic moments from the six lunar landings.

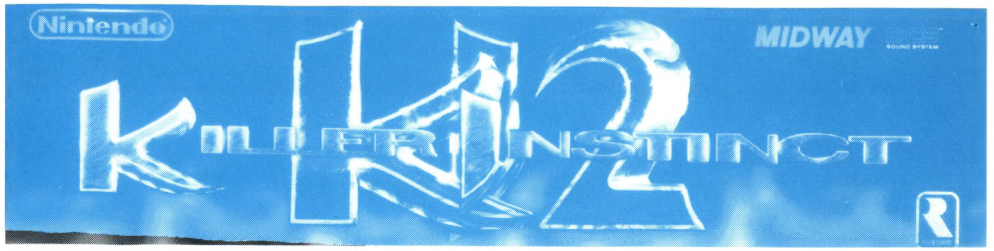
LONDON'S SCIENCE MUSEUM INSTALLS VENTURER MOTIONRIDE

The flight gallery at the Science Museum in London is now home to the specially themed Venturer Motionride simulator that offers visitors a chance to experience a realistic low-level flight in a Harrier jump jet, including vertical take-off and landing.

Another featured Venturer journey is the Astro Canyon Coaster that takes riders through a computer-generated space canyon.

The installation of the Venturer is a joint venture between the Science Museum and Thomson Training & Simulation Entertainment Systems, one of the largest entertainment simulator manufacturers.

Paul Spence, general manager of Entertainment Systems, said. "We are delighted with the partnership. The Science Museum has over 1.4 million visitors per year and is widely respected as the finest museum of its kind in the world. Joint partnerships like this are a way of expanding our business while helping to make visiting the Science Museum an even more enjoyable and entertaining experience."



A GAME THAT BLOWS AWAY THE HIGH-QUALITY GRAPHICS OF KILLER INSTINCT, ADDS INTERACTIVE BACKGROUNDS, MORE CHARACTERS, MORE MOVES WITH THE GREATEST DEPTH OF ANY FIGHTING GAME EVER PRODUCED!

KILLER GAME DEPTH

- Improved game depth increases and extends cash box earnings
- More intelligent game increases player's time required to find combo moves
- Game intelligence creates challenging one player game

KILLER FEATURES

- Power Up Bar awards aggressive player with special moves
- Ability to grab and counter attack
- Throw feature allows throws within combos and in the air

KILLER CHARACTERS

Three New Characters

- Tusk
- Kim Wu
- Maya

Seven Returning Characters

- TJ Combo
- Spinal
- Glacius
- Fulgore
- Sabrewulf
- B. Orchid
- Jago

KILLER MOVES

- New moves for returning chracters
- Millions of combination moves
- Interactive backgrounds
- Powered up ultra combo moves

KILLER TECHNICAL FEATURES

- Improved sound system with new tunes
- Improved, larger hard drive
- Improved mounting of hard drive

The new Killer Instinct 2 game gives players more depth of game play, more graphics, new background visuals, more characters and literally millions of combination moves. Through new technological advancements, players can now have game characters interact with objects and backgrounds as part of each compelling fighting match.

"There are so many new elements that have been added to Killer Instinct 2," says Joe Dillon, vice president of sales for Midway. "Besides the new characters and wild new moves that players have been anticipating, the ability to interact with the background adds entirely new dimensions to game play. This game reaches a new level of entertainment, thanks to the latest graphics and storage technology that are implemented in the game."

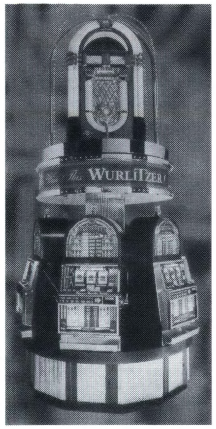
Killer Instinct 2 features a cast of new characters, highlighted by the inclusion of two new female characters: Kim Wu, a martial arts expert who brandishes nunchuks, and Maya, a barefoot jungle fighter with an expertise in knives. Another new character, Tusk, is a sword-weilding barbarian.

Due to overwhelming player demand, original characters TJ Combo, Spinal, Glaciusm, Fulgore, Sabrewulf, B Orchid and Jago are also included in this game.

In addition to the new characters and moves, Killer Instinct 2 also features a Power Up Bar, which awards the more aggressive player, regardless of the level of their energy bar. When a player's Power Up Bar reaches a certain level, they are able to use special moves.

"We wanted to make this the most challenging fighting game yet in terms of moves and endings," said Joel Hochberg, co-chairman of the Rare Partnership. "In Killer Instinct 2, players will really be challenged with the possibility of mastering up to one million combo moves."

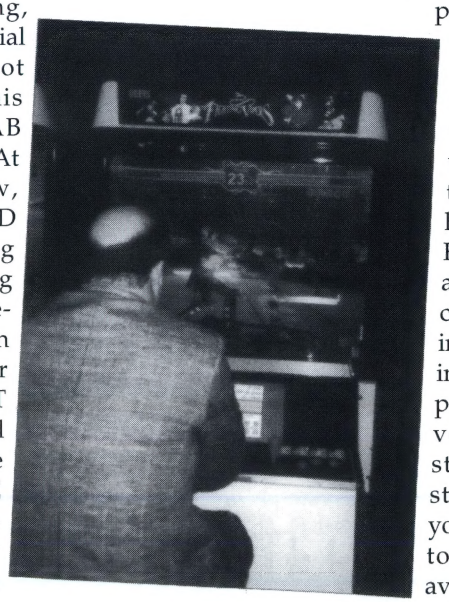
IT'S A WURLITZER!!!



It's a Wurlitzer! A lot of casino gamblers are going to be seeing classic Wurlitzer 1015 jukeboxes overhead - and some gamblers will be taking home a full sized CD version as a grand prize - thanks to a new concept in gaming from Wurlitzer Jukebox Co. and IGT, International Gaming Technology. The two firms have created a slot whose cabinet resembles the 1015, mounted six at a time on a revolving carousel platform. A genuine Wurlitzer jukebox crowns the whole creation, nearly 15 feet above the floor. When one of the slots shows three Wurlitzers on the payline, the player wins the jukebox. IGT says it took orders for quite a few of these babies at the World Gaming Congress last October.

SEGA'S CURRENT PRODUCT LINE

Wondering what's new from Sega these days? At JAMMA, they showed a two-player 3D sitdown simulator called Cyber Troopers that combines flying, shooting and martial arts with robot characters (this according to AB Europe magazine). At the IAAPA Show, Sega displayed a 3D polygon fighting game called Fighting Vipers and a one-player, sitdown motorcycle simulator called Manx TT SuperBike. Several titles first seen at the AMOA and ACME shows are apparently now shipping. These include Virtua Cop 2, Cool Riders, Indy 500, Virtua Striker, Sports Fishing II, Rail Chase 2 and software for the Titan system such as Funky Head Boxers and the long promised Golden Axe: the Duel. New redemption titles from Sega include Speed Attack, a volleyball toss game, while Apollo 13 is still the latest pinball we've heard about at presstime. Finally, the company has an auto photo machine called Print Club, but it's in an upright type cabinet instead of a typical closed photo booth. Pix are vended as postcards, stamps or bordered stationery. Check with your authorised distributor to see what's actually available and when.



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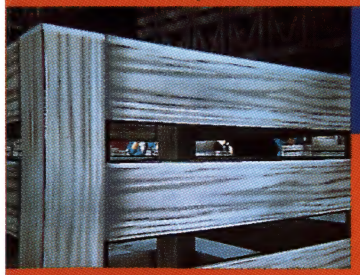
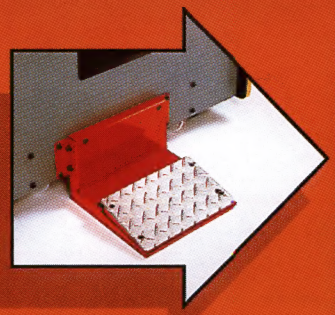
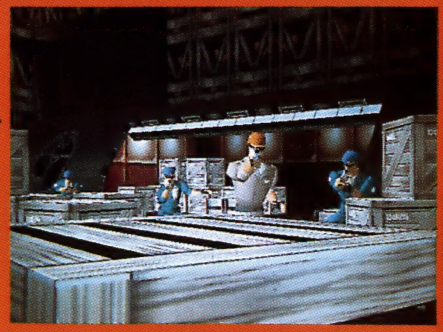


An innovative ACTION PEDAL enables players playing more tactical shoot-'em-out!



When the Action pedal is released;
A player hides behind a cover (walls, poles, etc.) and reload the gun.



When the Action Pedal is STEPPED;
A player dashes out from a cover and shoot enemies.

AVAILABLE AS A 50" OR UPRIGHT UNIT. TOP EARNINGS

STOP... DON'T TURN THIS PAGE!
LEGENDS DESERVE A SECOND LOOK

FIGHTING VIPERS

THE ULTIMATE 3D FIGHTING ACTION

FIGHTINGVIPERS, the most innovative 3D fighting game is available at last!
FIGHTINGVIPERS, even more exciting than another simulated fighting games!

ULTRA REALISM HYPER-SPEED EXCITEMENT and THRILLS

AVAILABLE AS A KIT OR DEDICATED

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SEGA™

AUCKLAND SCENE

The Big Day Out or the "Big Wet" as we renamed it, has just been held in Auckland. Over 20,000 teenagers turned up at the Mt Smart Stadium to rage against the machine. Stages TimeOut was there in full force once again with 12 top games from Daytona to Street Fighter Alpha. A trying time was had by all as we tried to keep ourselves and the games dry during the ongoing major downpours. Still we only lost power for around 15 minutes in total. Not bad considering the situation. Thanks to Bevin, Richard, Dan and Adrian for making it happen, cheers lads.

The Casino is about to spin the roulette wheel for the first time with a public opening date of February 2, can't wait. The Sky City Tower continues to grow at a rapid pace and is now visible from just about everywhere in Auckland. Stewart one of the cashiers at Stages has recently left to work in one of the bars, Yahoo, cheap drinks at the casino! (year right, as Stewy sez). Latest figures put the staffing level at around 1700 people, quite frightening really.

Alpine Racer has just arrived and is proving to be the huge hit of the Christmas holidays. It attracts a wide range of players, young and old. I'm still mastering the technical, expert track. I am achieving around 95% of the gates in 2:04 mins. The playability of the game is excellent, looking forward to the link kit. I've never tried skiing before but I'm sure I could ski the slopes of Mt Everest now, let me at it! Marvel Super Heroes is also popular keeping the Xmen fans happy. Looking forward to the latest Motorbike simulator from Sega which is rumoured to be arriving late February.

The Christmas Challenge is nearing an end at Stages and Milford TimeOut. We commenced heats on 18th December on numerous games including Tekken II, Indy 500 (Pinball), MK3, Daytona, Starter Airhockey, Sega Rally (the big one), Street Fighter Alpha, Cyber Cycles and Full Court Frenzy. Competitions have proved to be hard work with the extra hot weather being experienced in Auckland, but once again well worth the effort. The ability of competitors remains extremely high. Stages continues to attract Auckland's best players. Its great to see that past winners have been coming back to defend their titles. Warren Marsh is still Stages best driver on Daytona picking up the $500 prize recently.

The New Zealand TimeOut Rally Simulators Championships are currently being held. Eight centres nationwide are participating. The winners of the four regions (Auckland, Wellington, Christchurch and Dunedin) will compete at Stages TimeOut on the 10th of February for the major prize of $1,000 cash and $500 in games. Watch this space for a full report.

Happy trails to you
David - Stages TimeOut.

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WHAT ARE YOU CRAZY?

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Think you can deal with outrageous speeds of over 200kph, massive jumps and dare-devil wheelies? Can you handle the real-time texture-mapped graphics of MANX TT? Three dimensional CG images throw you in the course - and out of control!

HEAR THE ROAR!

MANX TT has the most immersive sound system anywhere. There's five speakers (that's right - five!), so you hear all the explosive echoes of the world's most powerful bikes in full-force surround sound - it'll blow you away!

• The five speaker system separates and delivers sound effects straight to your ears - roaring engines, screeching tires and killer background music!

• The newly developed "Duct Speaker" allows for real exhaust sound and vibration sampled from actual 'TT' bikes!

FEEL THE GROOVE!

MANX TT's A.M.S. (Active Motion Slider) lets you feel the bike's reaction to the course. Crank the throttle and experience the power of MANX TT!

SEE IT ALL!

Ultra-realistic 50 inch projector displays the action in full detail - Right in your smilin' face!

• MANX TT features incredible natural sceneries on the Isle of Man. This place is tough - there's drastic changes in both terrain and altitude, providing continuous challenges for even the most hard-core riders!

• Alternate your perspective with the V.R. button!

WANNA RACE?

MANX TT's interactive function lets up to 8 people enjoy simultaneous competition!

• Choose either the TT course of the Seaside Course

• Automatic or 6 speed manual transmission

With awesome graphics, sound effects and extreme competition, MANX TT has proven profit potential!

MANX TT

SPECIFICATIONS

Monitor	Cabinet
Width.....47 in.	Width.....48 in.
Depth.....48.5 in.	Depth.....74 in.
Height.....86 in.	Height.45.25 in.

Power.....AC 100V, 480W

Weight....635 lbs (both components)

Distributed By:

VIRTUAL REALITY

VR LIVES AND DIES ON ITS ABILITY TO IMMERSE THE USER IN VIRTUAL WORLD ...

There are a myriad of HMD or Immersive Display systems available, as well as new concepts under evaluation. Some of the most important technical considerations in modern VR are listed below:

• FOV (Field of View) Most HMD systems from 1993-1995 period offered fairly limited pictures, but the extent to which a developer is able to fill a player's peripheral vision in any VR experience is of prime importance. A good comparison is with shooting games, in which a lot of the player's excitement is generated when he spots an enemy out of the corner of his eye. This is even more important when the player is wearing a HMD, because the wider the FOV, the greater the depth of immersion.

• LCD (Liquid Crystal Display) Search out your miniature television, find the colour display on your camcorder, then pull all the casing off and stick them on your head. A bit crude maybe, but in fact very similar to LCD HMDs in operation today. Advances in the application of miniature displays for the camcorder sector have had a knock-on-effect in the HMD market and this year will see larger FOV displays with more pixels per centimetre, offering a more immersive image.

• CRT (Cathode Ray Tube) TV monitors on your head! Well not quite, but it's the same sort of principle - although where HMDs are concerned the monitors are radically reduced in size. Very expensive cathode ray tubes are mounted in such a way that the image is projected directly into the player's field of view and this produces the most realistic image available. The numbers of HMDs applying this expensive technology are limited, but it is hoped that cheaper CRT models will become increasingly available.

• HTD (Head Tracking Devices) The computer creating the graphics for any VR system has to have an idea of the positioning of the player's head so the correct image can be displayed, relative to where the player is in the virtual world. This is achieved by HTDs which are generally expensive pieces of equipment which work using magnetics. Systems like the Virtual Glider, however, remove the need for HTDs by applying a mechanical system similar to the gearing used in an Operation Wolf gun game.

• CIG (Computer Image Generator) Efforts to bring down the cost of VR systems need to be carefully balanced against the ability of any platform to outshine dedicated video competition. All VR games therefore need good polygon graphics, and since VR manufacturers are unable to build their own CIGs, they look towards a standard architecture such as the Tellurian AT2000, Division VPX or Silicon Graphics RE2 to fill the gap. Price, performance, and proliferation are the watch words for any manufacturer when selecting a certain type of architecture.

But at the end of the day, even if a certain system is technically excellent, if the game content isn't up to scratch players will stay away. The concept of immersive entertainment needs to have a game as its champion. And without a Space Invaders or a Street Fighter, virtual reality machines can only hope to live or die on their novelty appeal.

POPULATION
THE TREND IN NEW ZEALAND

Definitely up ... That's the trend. During the latest September year, the population grew by about 55000, or 1.6%. This was the largest increase in two decades, both in numerical and percentage terms ... And migration contributed 45% of the growth. Provisional estimate as of September 30: 3,575,300. That other trend, to an aging population, is still slowly growing. At September 30, people aged 65 and older were estimated at 410,300. The average age of Kiwis was 34.4 years, compared with 33.0 years in 1985, a rise of 1.4 years.

NETWORK TEST SUCCESSFUL

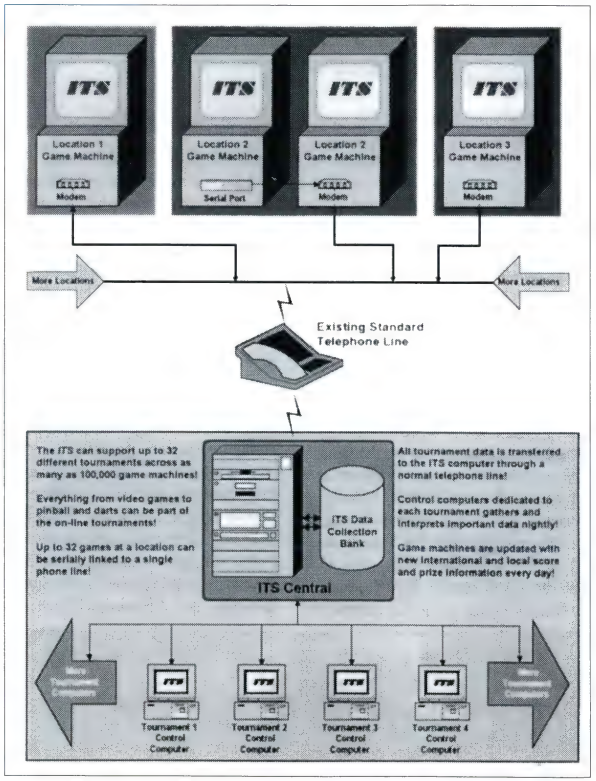
ONE OF I.T.'S NETWORKED VIDEOS EARNED $NZ1200 IN 1ST WEEK; SIMPLE PROGRAM ACHIEVES EARLY RELIABILITY, SAYS FACTORY. COURTESY REPLAY

The networked version of Peter Jacobsen's Golden Tee 3D Golf earned $NZ1200 in one Chicago area sports bar ("Season Tickets") during its first week of networked tournament competition, according to Chicago area manufacturer Incredible Technologies. A game in the Zurich Inn earned $NZ731 its first week. A game in Emil's Pizza earned $NZ508.

"It looks like we've got a real winner," said Wally Jasonowicz of A.H. Entertainers, a leading operating firm which is participating in the test. "The only problem we've had so far is the cash box is filling up too fast!"

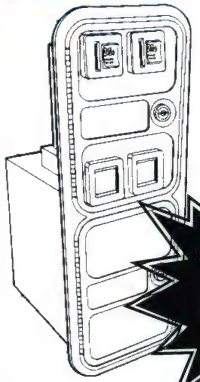
Not every location has earnings in this range, but these impressive results confirmed what AMOA discovered with its initial shakedown of the NANI system: networked, tournament gameplay can produce dramatic increases in video game earnings. I.T. launched its tournament test with about a dozen machines on the street as of Thursday November 23. Some 24 machines were up and running by the post-Thanksgiving week. At presstime, the test event was planned to end on Sunday December 17.

The I.T. system uses a modem inside each game on location which is connected to the location's existing (non-dedicated) phone line. I.T. said its tournament system had "very few problems", mostly a software glitch or two at I.T.'s own offices ... such as, mismatched baud rates between sending and receiving units. However, this was quickly corrected.



"We had more communication problems on a human level than a machine level," Scott Morrison reported. (Again, this sentiment echoed some of NANI's early experiences). For example, a couple of operators prepared for networked gameplay by slightly modifying their location's existing

SPECIALS



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(EXCLUDING COIN MECHS)

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- Patented one piece mech holder design
- Exclusive reject button design
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- Fitted with full metal cash box enclosure
- Mounting hardware included
- Industry standard mounting dimensions
- AMOA standard locks

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FLIPPER COIL RED

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Part # FL-11630

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COMPLETE WITH MICROSWITCH

EACH $1.20

USA JOYSTICK

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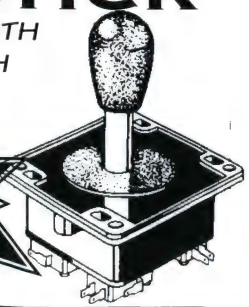

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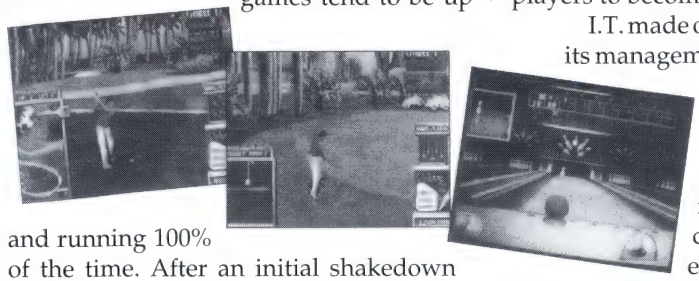
phone line to accommodate the planned modem hookup ... but later, when their route man delivered the game on location, he failed to actually plug it in.

However, I.T. said once the connection is properly made, the networked games tend to be up and running 100% of the time. After an initial shakedown and some minor adjustments, networked machines on location are achieving a 100% success rate of connecting to the main office computer with a single phone call, Morrison reported. Machines are programmed to call I.T.'s main computer around 3am (or during other off hours) to downloaded daily tournament activity and diagnostic data.



Printed signs are provided by I.T. to place on game cabinets. Also, a scrolling advertisement and explanation runs on an attached LED message screen which is part of the dedicated cabinet design. I.T. can update the messages at any time, remotely from their main office computer. The tournament offered $1000 to the first-place winner with smaller prizes to player further back in the field. A $50 prize is offered to the best player in each location. I.T. will mail checks to winners at the end of the tourney. Hole-in-one shots are rewarded with a sleeve of golf balls. I.T. plans to follow up with post-tournament signage which will publicise winners and possibly hold some award ceremonies on location.

"We're getting quite a few tournament plays, with high scores that were unbelievable," Scott reported. "Our concern was that posting super-high scores on the network might scare some people away, but they don't seem to have deterred competition. In fact, we can see that some of the top players are improving their skills, game by game. Players definitely understand the tournament structure. They are entering their full names and using their ID numbers consistently." Unlike the NANI system, the I.T. tournament structure does not invite players to become members of the system.

I.T. made one software adjustment in its management computer to eliminate duplication of player names on the leader board. "This was something we didn't foresee, but it was an easy correction to make on our end and didn't affect the field results at all," Scott said. "It resulted in more player names on the leader board, which is encouraging for tournament competitors."

After plugging the game into the phone line, there's not much for participating operators to do under the I.T. network system as it's presently set up. They just show up and collect the money. Unlike NANI's network, participating operators on the I.T. network are unable to use their office computers to log onto their games on location for monitoring of gameplay and diagnostics. (Participating operators are able to access tournament audit data on location by flipping a test switch. This enables operators to hold the proper amount of collections back, and to pay the proper amounts to locations). I.T. says it is still working on an automated billing system. The manufacturer pays for phone line connections for each machine and also pays for the toll-free 800 number which each machine calls once per 24 hours.

I.T. plans to run additional test tournaments in the coming months, including some events which will coincide with the Christmas and New Year's holidays. During these tests, I.T. will address and refine such elements as play formats, pricing strategies, and procedures for billing operators and awarding prizes to players.

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ALPINE RACER

ALPINE RACER HAS ECLIPSED THE HIGHEST INCOME EVER RECORDED FROM A SINGLE PLAYER AMUSEMENT GAME IN NEW ZEALAND!

Brings the Mountain to You

Lifes A Beach

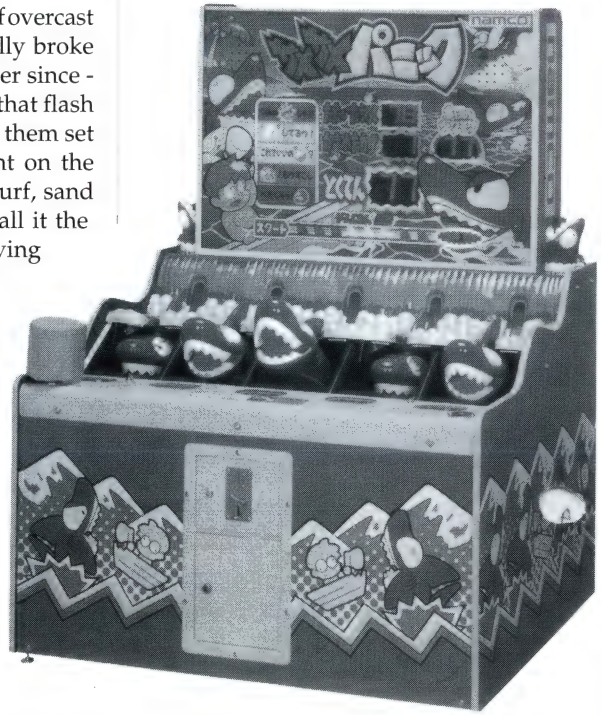
Hi everyone.

Welcome to another year of mayhem and madness in the coin-op business and a somewhat belated Happy New Year from Christchurch, the Garden City, City that Shines, the City of Endless Festivals.

After about two solid weeks of overcast conditions in January, the sun finally broke through and it's been sweltering ever since - perfect festival weather, but not all that flash for coin-op games, unless you have them set up in air conditioned comfort right on the beach. Mmmm - let me see - sun, surf, sand and simulators ... EUREKA! Lets call it the "Baywatch Amusement and Lifesaving Arcade." Yeh, that's it, cross the most popular TV series with the most popular coin-op games and staff it with suitably attired surf lifesaving types who don't mind giving out a bit of change or fixing the odd game between surf rescues.

I think we're on to a winner here, what a PR coup - I can see the headlines now: Arcade Attendant Saves Drowning Child! or Baywatch Arcade Staff Give Kiss of Life to Beach Patrons! Just think, if we get it right with this one pretty soon every beach resort in the country will want their very own "Baywatch Amusement and Lifesaving Arcade" - your very own place in the sun for serious fun. They'll be changing the "please swim between the flags" signs to "please swim in front of the arcade!" - I like it.

See ya
Logan



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2-Player Shooter

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ANOTHER TROPHY FOR NAMCO

POPULAR SIMULATOR ALPINE RACER WINS COIN-OP PRIZE AT IAAPA; 1ST GAME TO WIN TOP AWARDS AT BOTH AMOA EXPO AND THE PARKS SHOW.

The words engraved on the plaque say it all: "FIRST PLACE - Best New Product - Coin-Operated Arcade/ Redemption Equipment - IAAPA 77th annual convention and trade show, November 17-20, 1995, New Orleans, Louisiana." Yes, Namco's popular skiing simulator Alpine Racer has won another top award at another top trade show. One month earlier, the game was voted the "Best New Product" award by operators at AMOA Expo in the same city! The votes seem to prove that quality gets its due ... and that everybody from the smallest street operator to the biggest theme park recognises the high quality of this unique title. RePlay believes Alpine Racer may be the first game in amusement machine history to win the top award at both shows.

Alpine Racer is a dedicated, one player ski simulator that "brings the mountains to you." Players race the clock as they fly down the hill, over the snow. Of course, they are actually standing up on a platform and using ski step for turning and poles for balancing. Players apply quick weight shifts to the edges of the skis, this tells the skis to "bite" into the snow for quick changes of direction as you swoosh downhill.

Two events, "Speed Racing" and "Gate Racing", give players a chance to prove who is king of the slopes. Three selectable courses include novice, intermediate and expert. A "view change" button also lets players see the course from the skier's point of view, or to "follow" the skier down the hill in a third-person viewpoint.

For more information, contact your authorised Namco distributor.

IMAX FIXES SITE FOR WORLDWIDE EXPANSION

Imax Corporation has announced two major new business ventures: a joint project with Caesars World to bring the first permanent, large scale 3D motion simulator to Las Vegas, and a contract with Bofiscope to open ten IMAS theatres in Germany.

The Las Vegas theatre will be sited at the USA's most visited shopping mall, The Forum Shops, located in Caesars Palace, and will be housed in an IMAX "dome" with a hemispherical screen, 82 ft in diameter. IMAX estimates the system will be capable of entertaining over 1,000 viewers per hour.

Caesars will jointly create, finance and operate the new simulator, with IMAX due to produce a specially developed multi-sensory 3D film for the venue. It will open in mid 1997.

The contract with Bofiscope, a developer and operator of cinemas and multiplexes, is for ten new IMAX theatres, with the first due to open in Leipzig in 1997.

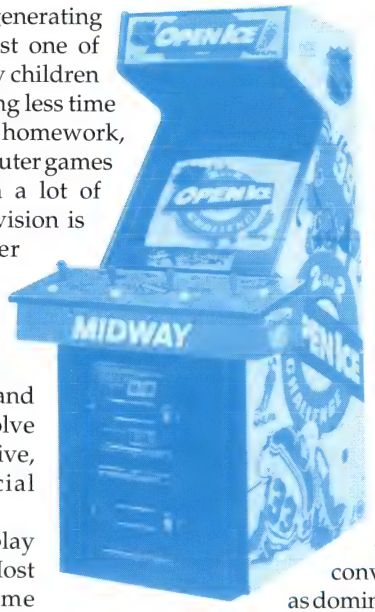
COMPUTER GAMES

SCREENS A WELCOME ALTERNATIVE TO TV

Parents will be somewhat comforted by this week's report on computer games which says they are not addictive and children playing them will not become more aggressive. The report even suggested that some games could improve family relations because they encouraged joint family activities on a scale rarely seen since the advent of television.

For generations parents have been worried about the latest fad engaging their children. Computer games, like previous fads, were not part of the childhood experience of today's parents, so parents are largely ignorant of their influence, perhaps exaggerating it while having an idealised view of their own childhood.

The research, by an associate professor of psychology at the University of Western Australia, Kevin Durkin, indicates that computer games are not all that different from the fads of previous generations - apparently capable of generating obsessions, but in fact just one of many activities. Obviously children might be better off spending less time on the games and more on homework, reading or sport. But computer games appear to be better than a lot of television watching. Television is more passive. Computer games, the report showed, are an entree to the use of computer technology for children and appear to teach them to think better and improve their ability to solve problems, adding to cognitive, perceptual and social development.



Addictive game play was found to be rare. Most children spent more time watching television. There was no link found between the games and aggressive behaviour.

There was some evidence that violent games played in video arcades had led to an increase in aggressive behaviour, but that might be put down to the atmosphere of the video arcade. The most consistent finding was that boys played computer games more than girls. Are girls missing out on something worthwhile, or are they sensibly staying away from something which is a waste of time?

The report, Computer Games: Their Effects on Young People - a Review, was commissioned by the Office of Film and Literature Classification to help the office in the process of classifying games for censorship purposes. There are good arguments that the contents of some games are unsuitable for children of certain ages. It is helpful for parents that they be classified, like films, so parents have an idea of what their children are viewing and listening to. However, any though that all games should be banned or restricted because they are somehow intrinsically corrupting is nonsense.

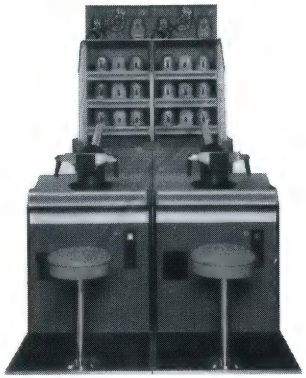
Professor Durkin's report was largely a review of existing research, much of it overseas, but nonetheless relevant. His most encouraging finding was that the interactive nature of the games helped children, unlike passive television.

To the extent that the cathode-ray-tube screen is intrinsically attractive to children, computer games are to be welcomed as they lure children away from mindless, passive television and on to an active and mind-exercising occupation.

The hype and alarmism that has accompanied the use of computers by children - as conveyors of porn and violence or as dominators of children's leisure hours - seems unfounded.

REDEMPTION SELL OUT

GOOD SECOND HAND
REDEMPTION UNITS FOR SALE



MELTEC FROG RACE TWIN UNIT
$12,000.00
MELTEC KNOCK DOWN
SINGLE UNIT $8,000.00
all units complete with deltronic ticket dispensers

SECOND HAND SKILLTESTER
$4850

eletronic coin acceptor

DOYLE SHARK ATTACK
$8,600
2 PLAYER BALL THROW

BASKETBALL - SINGLE UNITS SECOND HAND
$3800
(units will differ from picture)

WORLD JOURNAL

FEBRUARY 15-17
LEISUREXPO '96
Orange County Convention Centre, Orlando, Florida
Contact: Al Barry
Tel: +1 305 448 7976
Fax: +1 305 448 4630

FEBRUARY 20-22
BLACKPOOL AMUSEMENTS EXHB.
Winter Gardens, UK
Contact: Jane Fairgrieve
Tel: +44 1253 225252
Fax: +44 1253 751204

FEBRUARY 21-22
AOU SHOW
Makuhari Messe, Japan
Contact: Mr K Kiritani
Tel: +81 3 3253 5671
Fax: +81 3 3253 5688

FEBRUARY 29 - MARCH 1
WELCOME '96
Conrad Hotel, Turkey
Contact: Knights Mang. Ser.
Tel: +44 1323 442747
Fax: +44 1323 840014

MARCH 5-6
AMEX '96
Doyle Green Isle Hotel
Dublin, Ireland
Contact: Susan Feery
Tel: +353 45 521190
Fax: +353 45 521198

MARCH 5-7
1996 ASIA PACIFIC CASINOS & GAMING CONFERENCE & EXHIB.
Conv. Cnte, Hong Kong
Contact: AIC Conferences
Tel: +65 222 8550
Fax: +65 226 3264

MARCH 11-14
AMUSEMENT MACHINE '96 CHINA
Contact: Union Fair & Trade
Tel: +86 20 736 1887
Fax: +86 20 736 1350

MARCH 19-20
IGBE '96
Sands Expo & Convention Centre, Las Vegas, USA
Contact: CMC
Tel: +1 203 852 0500
Fax: +1 203 838 3710

MARCH 21-23
LEISUREASIA '96/TiLE-ASIA '96
Singapore Int'l Conv Centre
Suntec City, Singapore
Contact: Andrich Int'l Ltd
Tel: +44 1985 846181
Fax: +44 1985 846163

APRIL 2-4
GULF LEISURE PARKS & FUN SHOW
World Trade Centre, Dubai
Contact: Gerry Robinson
Tel: +44 1905 613256
Fax: +44 1905 724768

APRIL 2-5
HOTELEX/FOODEX CHINA '96
Shanghai Exhib. Cnt., China
Contact: Hotelex Am. Pav.
Tel: +1 708 333 9292
Fax: +1 708 333 4086

APRIL 3-7
TAE '96
World Trade Centre, Taiwan
Contact: Vera Wu
Tel: +886 2 746 6860
Fax: +886 2 746 6875

APRIL 26-28
WOAM '96
6th Int'l Exhibition of Entertainment Equipment
Warsaw, Poland
Contact: Iwo Bulski
Tel: +48 22 467836
Fax: +48 22 467667

MAY 2-4
WORLD OF ENTERTAINMENT '96
Prague Exhibition Centre
Prague, Czech Republic
Contact: Zdenek Kocik
Tel: +42 2 991 1006/1373
Fax: +42 2 991 1588

MAY 8-9
ASIAN AMUSEMENT EXPO
Hong Kong Conv. Centre
Contact: Show Management
Tel: +1 708 333 9292
Fax: +1 708 333 4086

MAY 14-15
TARGET '96
Rai Convention Centre
Amsterdam, Holland
Contact:InterGame Conf. Ltd
Tel: +44 161 633 0100
Fax: +44 161 627 0009

MAY 21-23
INTERNATIONAL LEISURE EXPO-AFRICA
AA Kylami Exhib. Centre
Johannesbury, South Africa
Contact: Gerry Robinson
Tel: +44 1905 613256
Fax: +44 1905 724768

JUNE 6-8
AIFAD EXPO DIVERSIONES 1996
Expo Guadalajara Conv. Cnt
Guadalajara, Mexico
Contact: Mrs Julieta Ramirez
Tel: +52 3 614 3015
Fax: +52 3 647 8839

LAI IS THREE-TIME WINNER

Leisure and Allied Industries of Perth, Australia, has won Williams Bally/Midway's Distributor of the Year award for the third year in a row.

Malcolm Steinberg of the Leisure and Allied Group said that his company was delighted to receive the award, but acknowledged that it would not have been possible without the marketing and sales drive that made LAI unique in the distribution business.

LAI's success is based on a philosophy of making the operation of games more profitable for the operator. "We focus our attention on improving the revenue split with the location in favour of the operator, and also making sure that the price per play keeps abreast of inflation," noted Steinberg.

As an operating organisation the company now operates games on an 80/20 split, with the minimum price per play from $1 up to $3 on some of the latest dedicated games.

Eddy Cochrane, John Oswin, Malcolm Steinberg & Adam Steinberg accepting the award

PREMIER STOPS PRODUCTION LINES

PREMIER STOPS PRODUCTION LINES; JAN '96 RESTART PLANNED

Premier Technology will shut down its pinball production for six weeks, President Gil Pollock announced November 14. "We will continue to manufacture pinballs until November 17," Pollock stated. "At that time, we will stop production for the holiday shutdown until January 2 1996." In January, the factory will start building its next flipper game, Mario Andretti. During the production shut-down, all other departments will remain open including parts, service and shipping. This shutdown adds another three weeks to the normal holiday shutdown, said execs.

"We have taken these measures to demonstrate our responsibility and responsiveness to the marketplace," Pollock stated. "With the worldwide slowdown in sales and the excessive amount of games on the market, we feel that Premier must do its part to protect the integrity of our distributors by holding off on our new releases until winter. We feel that if we were to release a new game this fall, it would only add to the current congestion of pinball product." Premier execs said they wished to thank current customers for their ongoing support, and that they're confident its actions will lead to a healthier future for the company, its distributors and operators.

INTERNATIONAL BITS

USA

HUGE PRIZES

APA (the American Pool Players Assn.) isn't resting on its laurels. President Renee Poehlman says their 1996 schedule of pool tourneys will raise total combined prize monies by 60% to an impressive total of $NZ1.2m. The money will be spread over a series of events. APA's "Camel 8-ball Classic" singles tournament, sponsored by RJ Reynolds Tobacco's Camel cigarettes, takes place April 26-28 at the Regal Riverfront Hotel in St Louis, Mo. and boasts over $NZ308,000 in prize money. The second annual Dynamo 9-Ball Team Classic sponsored by the well-known Texas table maker, will double its purse to $NZ154,000 (Riviera Hotel, Las Vegas, August 3-5). The 1996 Bud Light 8-Ball National Team Championship doubles its purse to $NZ769,000 (Riviera Hotel, Las Vegas, August 5-10); APA calls this event "the richest of its kind in the nation." APA's handicapping and scoring system, called The Equaliser, encourages broad competition in the sport. For more info, contact APA at 800/3-RACK-EM.

PUTT-PUTT INKS HUGE ASIAN FRANCHISE DEAL

On November 10, 1995, Putt-Putt Golf Course of America signed an exclusive master franchise agreement with Mizzen Corp's Ron Mullers to bring franchised Putt-Putt sites to Indonesia and 26 other countries in the Far East. Putt-Putt already has some 265 US locations, plus many more worldwide; they call the Mizzen Corp. deal "perhaps the most significant opportunity for expansion" in Putt-Putt's 41 years.

Muller is a top businessman whose company boasts extensive rights in several other big-name firms including Pizza Hut, Ponderosa restaurants, Jollibee, Choice Hotels, Western Union and more. Mizzen's franchise license with Putt-Putt covers Australia, New Zealand, China, Hong Kong/Macau, India, Malaysia, Philippines, Singapore, North and South Korea, Thailand, Taiwan, Guam, Vietnam, Sri Lanka, Burma, Pakistan, Laos, Cambodia, Saipan, Brunei, Bangladesh, Nepal, Papua New Guinea, Mongolia and Asian Russia! Mizzen and its bankers, PACMAS, plan to set up flagship sites in key countries, then sell sub-franchising rights. Initial development is planned for spring in Jakarta, Indonesia.

Acclaim Entertainment has reportedly obtained the first option to game products from Taito Ltd for all leading home interactive systems for the Western hemisphere. The first Acclaim/Taito titles - Jupiter Striker for the Sony PlayStation and Glactic Attack for the Sega Saturn - are scheduled for release this month.

In a separate development, Acclaim is offering a $10 rebate for consumers who purchase both a Batman Forever video game and a copy of the "Batman Forever" Warner home video.

WMS Industries announced that the home version of Mortal Kombat 3 climbed the charts following its October release, selling at least 250,000 copies in its first three days. The game was released by the company's Williams Entertainment subsidiary for the Super Nintendo Entertainment System and Sega Genesis.

NEW 3D EFFECTS

A brand new 3D graphics accelerator designed for applications in the coin-op and home entertainment markets, has been unveiled by 3Dfx Interactive Inc., of Mountain View, California.

Voodoo Graphics offers features above and beyond the basic 3D capabilities found in standard multimedia accelerators.

"Voodoo Graphics was designed to provide the highest quality 3D game experience," said Gordon Campbell, Chairman and CEO of 3Dfx Interactive. "While other manufacturers have designed 3D for a diverse set of graphics applications, our focus has always been interactive entertainment. The support received from the industry indicates we are right."

Both Data East and Jaleco have announced their support and are developing games using the new accelerator.

EDISON ENTERS CH.11, WILL SELL ARCADE CHAIN

Edison Bros. Mall Entertainment, which operates 125 Time Out and Space Port arcades plus five Exhilirama FECs, entered Chapter 11 on November 3 along with the rest of its parent company, St Louis - based Edison Bros. Stores. The retail conglomeration said it plans to close at least 500 of its 2,700 apparel and shoe stores across North America by January 1, 1996. Some Edison arcades could also be closed, but "not on the same scale" as in the company's retail division, execs stated. Meanwhile, Edison's getting out of the entertainment business: their arcade chain is up for sale and "negotiations are underway" with potential buyers, said the firm. (Earlier this year, Edison spun off its Dave & Busters division; the profitable chain of location-based entertainment complexes remains a separate company owned by Edison's stockholders).

JAPANESE GAME MACHINE

CONVERSION GAMES	DEDICATED GAMES	PINBALLS
1. Sega "Virtua Fighter 2"	1. Namco "Alpine Racer"	1. Williams "Road Show"
2. Sega "Fighting Vipers"	2. Sega "Virtua Cop 2"	2. Williams "No Fear"
3. Sega "Virtua Fighter 2"	3. Namco "Rave Racer"	3. Williams "Flintstones"
4. Namco "Tekken 2"	4. Sega "Sky Target"	4. Data East "Jurassic Park"
5. SNK "Stakes Winner"	5. Sega "Virtua Fighter 2"	5. Data East "Lethal Weapon 3"
6. Taito "Puzzle Bobble 2"	6. Sega "Rally Championship"	
7. SNK "Samurai Shodown"	7. Namco "Rave Racer DX"	
8. Sega "Virtua Striker"	8. Sega "Sports Fishing 2"	
9. Sega "Sanco-R"	9. Namco "Point Blank"	
10. Psikyo "Strikers 1945"	10. Namco "Cyber Cycles"	

AMERICAN TOP 60 VIDEO & PINBALL

1.	Namco "Tekken 2"	31.	SNK "King of Fighters '95"
2.	Sega "Daytona USA"	32.	Bally "Twilight Zone"
3.	Midway "Cruisin' USA"	33.	Capcom "X-Men"
4.	Merit "Megatouch"	34.	Premier "Shaq Attaq"
5.	Namco "Cyber Cycles"	35.	McO'River "Aero Fighters 2"
6.	Midway "Mortal Kombat 3"	36.	Bally "World Cup Soccer"
7.	Bally "The Addams Family"	37.	TWI "T-Mek"
8.	Midway "Killer Instinct"	38.	Namco "Lucky & Wild"
9.	Namco "Suzuak 8 Hours 2"	39.	Williams "No Fear"
10.	Bally "Theatre of Magic"	40.	Williams "Roadshow"
11.	Namco "Tekken"	41.	Williams "The Shadow"
12.	Sega "Virtua Fighter 2"	42.	Incredible Tech "Golden Tee 3D Golf"
13.	Sega "Virtua Cop"	43.	Williams "The Flintstones"
14.	Williams "Star Trek TNG"	44.	Sega "Batman Forever"
15.	Midway "WWF Wrestlemania"	45.	Sega "Sega Rally"
16.	Namco "Suzuka 8 Hours"	46.	Sega "Virtua Fighter"
17.	Namco "Ridge Racer 2"	47.	Premier "Rescue 911"
18.	Williams "Johnny Mnemonic"	48.	Am Laser "Fast Draw"
19.	Dynamo "Solitaire Challenge"	49.	Am Laser "Drug Wars"
20.	Bally "Indianapolis 500"	50.	Williams "Indiana Jones"
21.	Kaneko "Great 1000 Mile Rally"	51.	Fabtek "Raiden II"
22.	Premier "Waterworld	52.	Premier "Big Hurt"
23.	TWI "Cops"	53.	Fabtek "Viper Phase 1"
24.	Fabtek "Raiden DX"	54.	Williams "Demolition Man"
25.	Sega "Virtua Racing"	55.	Premier "Stargate"
26.	Konami "Lethal Enforcers"	56.	TWI "World Rally"
27.	Konami "Lethal Enforcers 2"	57.	Capcom "Pinball Magic"
28.	Taito "Bust-A-Move"	58.	Williams "Dirty Harry"
29.	Capcom "Street Fighter Alpha"	59.	Midway "Revolution X"
30.	Sega "Outrunners"	60.	Williams "Jack-Bot"

COURTESY: INTERGAME, EUROSLOT, REPLAY, PLAYMETER, JAM, AB EUROPE, LEISURE LINE

CHA

TIME OUT NEW ZEALAND

CONVERSION GAMES

1. Capcom "SF Alpha"
2. Sega "Virtua Fighter 2"
3. Namco "Tekken 2"
4. Midway "Mortal Kombat 3"
5. Midway "Killer Instincts"
6. SNK "Samurai Shodown 3"
7. SNK "Puzzle Bobble
8. Capcom "Toshhinden 2"
9. Midway "Wrestle Mania"
10. Taito "Elevator Action Ret."

DEDICATED GAMES

1. Namco "Cyber Cycles"
2. Sega "Sega Rally"
3. Namco "Alpine Racer"
4. Sega "Daytona"
5. Sega 'Virtua Cop"
6. Midway "Cruisin' USA"
7. Namco "Ace Driver"
8. Atari "T-Mek"
9. Sega "Desert Tank"
10. Game Master "Air Hockey"

PINBALLS

1. Bally "Indy 500"
2. Sega "Batman"
3. Bally "Theatre of Magic"
4. Williams "Jackbot"
5. Williams "No Fear"

TIME OUT Family Leisure Centres

TIMEZONE

CONVERSION GAMES

1. Midway "Ultimate Mortal Kombat 3"
2. Sega "Virtua Striker"
3. Namco "Point Blank"
4. Namco "Tekken II"
5. Capcom "Marvel Super Heroes"
6. Midway "Open Ice"
7. Sega "Virtua Fighter II"
8. Capcom "Street Fighter Alpha"
9. SNK "King of Fighters '95"
10. Midway "Killer Instinct"

DEDICATED GAMES

1. Namco "Alpine Racer"
2. Sega "Virtua Cop II"
3. Sega "Rally Championship"
4. Sega "Daytona USA"
5. Sega "Fighting Vipers"
6. Jaleco "PK Soccer"
7. Namco "Rave Racer"
8. Atari "Area 51"
9. Sega "Virtua Cop 50" Deluxe"
10. Namco "Cyber Cycle"

PINBALLS

1. Williams "Johnny Mnemonic"
2. Bally "Who Dunnit"
3. Bally "Theatre of Magic"
4. Bally "Indy 500"
5. Bally "No Fear"
6. Williams "Jackbot"
7. Gottlieb "Star Gate"
8. Williams "Dirty Harry"
9. Sega "Baywatch"
10. Williams "The Shadow"

PRIZE REDEMPTION

1. LAI "Tickee Tickars"
2. ICE "Cyclone"
3. Jaleco "Spider Stompin"
4. Namco "Whac a Croc"
5. LAI "Stadium Basketball"

PLAYMETER

CONVERSION GAMES

		LONGEVITY POINTS
1.	Namco "Tekken 2"	118
2.	Merit "Megatouch"	114
3.	Midway "Mortal Kombat 3"	393
4.	Namco "Tekken"	484
5.	Midway "WWF Wrestlemania	76
6.	Kaneko "Great 1000 Mile Rally"	795
7.	Fabtek "Raiden DX"	291
8.	Konami "Lethal Enforcers"	1550
9.	Taito "Bust-A-Move"	341
10.	Capcom "Street Fighter Alpha"	127
11.	SNK "King of Fighters '95"	30
12.	Capcom "X-Men"	446
13.	McO'River "Aero Fighters 3"	26
14.	Incredible Tech "Golden Tee 3D Golf"	19
15.	Am.Laser "Drug Wars"	1201

DEDICATED GAMES

1.	Sega "Daytona USA"	892
2.	Midway "Cruisin' USA"	758
3.	Namco "Cyber Cycles"	110
4.	Midway "Killer Instinct"	614
5.	Namco "Suzuka 8 Hours 2"	997
6.	Sega "Virtua Fighter 2"	531
7.	Sega "Virtua Cop"	518
8.	Namco "Suzuka 8 Hours"	950
9.	Namco "Ridge Racer 2"	308
10.	Dynamo "Solitaire Challenge"	725

PINBALLS

1.	Bally "The Addams Family"	2485
2.	Bally "Theatre of Magic"	377
3.	Williams "Start Trek TNG"	1210
4.	Williams "Johnny Mnemonic"	43
5.	Bally "Indianapolis 500"	86
6.	Premier "Waterworld"	39
7.	Bally "Twilight Zone"	1098
8.	Premier "Shaq Attaq"	422
9.	Bally "World Cup Soccer"	701
10.	Williams "No Fear"	222

NAL NEWS

Entertainment division chief George McAuliffe told RePlay: "We have a talented arcade management team here and our arcade business is healthy and has a value, so I think we can thrive in the right corporate environment. My understanding is there are a few serious players (potential buyers) and a large number of inquiries. We see the move to sell as a positive, both for Edison Bros. Stores and for the entertainment division." McAuliffe added: "Edison has been good to us but needs to focus, as they say, on the lion's share of its business which is retail clothing and footwear. In the process of doing that, we think our business will be best maximised outside of Edison. Edison itself would gain two advantages from divesting itself of the arcades: raising cash and concentrating on its core market."

On November 8, Edison received interim approval from the US Bankruptcy Court for $NZ154 million debtor-in-possession financing, which is provided through BankAmerica Business Credit. The money will be used to purchase merchandise and to fund ongoing operations. Another $154 million in bridge financing was to be settled in November 29 hearings. Edison execs said this was good news which "is letting our land-lords and creditors breathe easier."

JAPAN

SNK LAUNCHES FIRST THEME PARK

Japan's SNK Corporation has launched its first mini theme park in Japan. The $NZ152 million venture, Neo Geo World, opened its doors on 23 December and the company hopes it will attract around 1 million visitors a year.

Situated in the Ibaraki area, the three-storey building covers 20,000 sqm. The site's amusement area houses eight large attractions, including Imax's 18 seater Ride Film simulator which features a 180 degree curved screen.

US company Virtual World Entertainment's Battletech and Q-Zar's laser shooting facility are also included in the line-up, along with sites in Namco's Drift King and Sega's dark ride, Ghost Hunter.

Commenting on the venture, managing director of SNK Europe Ltd, Kazuhiro Takeshita, stated that currently there were no plans for sites in Europe, but he would not rule them out for the future. "This is going to be a very special centre," he added.

JAPANESE GIANTS HIT RECORD PROFIT

Mid-term results posted by Japanese amusement giants Namco and Sega have underlined what appears to be a resurgence in the market.

Namco has revised its projections upwards for the current financial year ending March 1996, having shown record mid-term profits. Turnover was up 14.7 percent on 1994 to $NZ626 million, while profits rocketed 351.9 percent to $NZ35 million. Revenue from operations was up 10.2 percent while sales also rose 26.2 percent.

The company claimed the success of its recent releases, including Alpine Racer and Tekken 2, were key factors and is now forecasting an 84.2 percent increase in profits by year end to $NZ56 million.

Main rival Sega, meantime, posted a mid-term revenue of $2,360 million up 3.5 percent on last year. Coin-op sales were up 41.6 percent and income from operations also rose by 15 percent. However, income from consumer games was down 11.7 percent.

EUROPE

INTERNET VR

The world's first live demonstration of multi-user, immersive virtual reality over the internet, using commercially available software took place on November 28 last year.

Two people, one at the Computer Graphics Expo in London and the other at the Virtual Reality World Expo in Boston, US came together in a virtual space to literally shake hands. They saw virtual representations of each other, handed objects back and forth and worked together in a shared virtual environment.

The demonstration was presented by UK-based Division Limited, one of the leading companies designing, manufacturing and marketing professional virtual reality systems and software.

ASTERIX UP

The redevelopment of the major French amusement park, the Paris-based Parc Asterix, has led to an upsurge in its attendance figures and per-head spending. Attendance in 1995 has been stated at 1.8 million with 50 percent returning visitors against 40 percent in 1994. The average "spend" rose to $NZ56 compared with $NZ53. Linked with the 15 percent increase in the attendance, turnover is up 20 percent at an estimated $NZ100 million. The resulting profits will ensure that development work in 1996 is self financed. The changes for next year include a new principal show. It has remained the same for the past seven seasons, but in 1996 it will be replaced by a series of street theatre shows. There will also be a new, 50 metre wide stage housing major sets and sound and visual effects. The new show will be entitled: "The Hand Drops on the Mona Lisa."

COURTESY: INTERGAME, EUROSLOT, REPLAY, PLAYMETER, JAM, AB EUROPE, LEISURE LINE

ACCOUNTANTS CORNER

CHEQUES

The rules for payment of cheques changed at 1 January 1996.

It was considered that "crossing" a cheque by writing "not negotiable" across the face of it prevented payment to someone other than the person to whom it was made payable.

This is not so. If the person from whom you accepted the cheque had no legal right to the cheque, you miss out too.

A new expression has been introduced, cheques can now be "non transferable". I cannot find a dictionary that does not use "transfer" as a description of "negotiable", however the expressions have carefully defined meanings where cheques are involved.

From January 1, if any one of the following 5 wordings is placed on the payee line of a cheque, it can only be banked into a bank account with the SAME NAME as the PAYEE.

- not transferable
- non transferable
- account payee only
- a/c payee only
- not negotiable - account (a/c) payee (only)

Any other words marked on a cheque give no better protection than previously. The cheque simply has to be deposited into a bank account ... but not necessarily in the name of the payee shown. The cheque just requires a form of endorsement.

The new rules will cause problems for anyone who receives a cheque which is for them but not made out to the correct name of the bank account.

The bank has the right to REFUSE to accept the cheque.

Under the new law, if a collecting bank credits a not transferable cheque to an account other than that of the named payee, it does so at its own risk .. they will have to reimburse the payee.

TO MINIMISE HASSLES

- Make sure your business name matches the name of your bank account. Or at least ... clear up any confusion for your CUSTOMERS.
- Print a line on your invoices and statements to ensure cheques made out to you have the correct payee words.

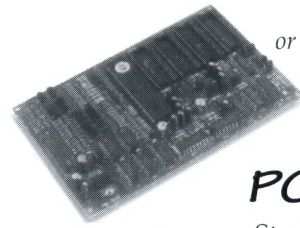
There is an opportunity for debtors to DELAY payment. If they make out the cheque incorrectly and mark the cheque "not transferable", they know this could delay payment for some weeks.

- Make sure wages cheques are made out so the recipients won't have trouble banking them.
- Ensure cheques you make out are correct to save having them returned to be made out again.

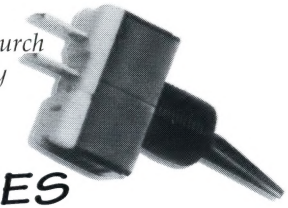
This will be very costly in time and money. However, we won't always know if we are making a mistake ... it's up to the trader to make it clear.

TECHNICAL UPDATE

SERVICE STANDARD CHANGES



Now you can get any Coin Cascade standard Power Supply, Coin Mech or monitor repaired at our Christchurch service facility and you pay only ***ONE STANDARD FEE*** *for labour and parts.*



POWER SUPPLIES

Standard Coin Cascade switch mode power supply - all service work parts & labour

$45
+gst & freight

COIN MECHS

Standard Coin Cascade supplied S5, S6 or NRI* coin acceptor - all service work parts & labour

$65
+gst & freight

MONITORS@

Standard Coin Cascade supplied 25" or 26" monitor chassis - all service work parts & labour

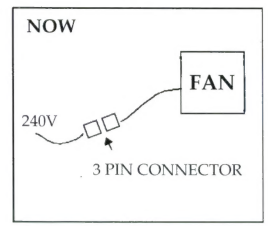
$70
+gst & freight

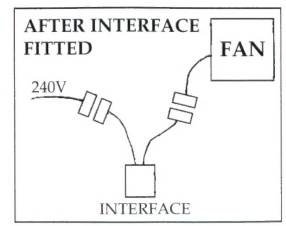
@ Excludes Lopty replacement
* Excludes earliest units with built in credit pcb.

AIR HOCKEY MODIFICATION

NEW SOLENOID FOR AIR HOCKEY TABLES

The Interface looms are to be supplied with the solenoids. Only one interace per machine is required. The interace fits in line with the 240V supply to the blower fans. The fans are connected by a 3 pin utilux plug so the conversion is easy. There is no need to replace both solenoids when you put in the interface looms as the old type solenoid will still work eg you can have one old type solenoid an a new one in the same machine.





TIME OUT MANAGEMENT REVIEW

Family Leisure Centres

BY NIGEL WOODING

I read Malcolm Steinburg's informative article "Outlook 96" in the January edition of Leisure Line and in particular found his comment on changes and continued changes in the Leisure Centre market in Australasia worth of particular mention.

"The Leisure Centre segment will undergo significant changes. There will be major new players in the industry and existing major players may find the need to review their position and change direction. Technology will be the major driving force in 1996 and beyond. Operators should pay attention to the changes in technology by watching industry media closely and embracing successful new developments."

The underlining message that one should read from this article is that our business is very competitive and has and will continue to undergo significant change. Your ability to be a market leader and manage change will be the key to your success in 1996 and beyond.

Remember that an idea is only good for a short time. If you put it into practice and it works you must make the most of it. Very soon onlookers will follow. Unfortunately, what the onlookers forget is that by the time they click on, that idea has had its time. The leader is onto the next plan of attack, and so it goes on.

The leaders in their field power on, getting stronger and stronger and the followers are left wondering why, if they are doing the same thing, it isn't working.

What they forget is that the idea may not fit their individual style, it is now old hat, and that people follow leaders not copiers.

Remember "A crank is a person with a new idea until it catches on". (Mark Twain).

It is also important to consider that not every idea is a winner and when this happens you have to be big enough to accept it and change course quickly, put it behind you and be bold enough to put the next idea into action. Never ever give up and never ever take no for an answer. The day you do is the day you are beaten.

An achiever is a force to be reckoned with. This is a person who decides - sometimes they decide right, sometimes they don't, but they always decide.

I leave you this month with a quote from Howard W. Newton "People forget how fast you did a job, but they remember how well you did it."

If you want a copy of Malcolm Steinburg's article or you have any comments or complaints about Coin Cascades service please do not hesitate to contact me at Coin Cascade on 03 338-1411.

Customers letters will always be printed and responded to.

Many companies trade under names that don't match their bank account.

- Have rubber stamp made for placing on customers' cheques at reception to ensure the payee line is correctly made out to match your bank account. eg. not transferable .. (the name of the account).
- A non transferable cheque made payable to ONE party of a joint account will be accepted for the credit of the joint account.
- But, a cheque made payable to TWO or more parties can't be accepted for the account of only ONE of the parties unless the "other parties" agree!

Banks will charge customers for rejected cheques (it could be $25!). So, it's important you get things right BEFORE you present cheques to the bank. If you receive a cheque with words that don't match your account and you suspect the bank will query it, get it changed to save costs.

There are some benefits. This new system ensures cheques so marked can only be banked into the payee account shown. At least this will help stop one fraudulent use of cheques.

HERE'S TO THE TWO-MARTINI LUNCH

When Oscar Wilde condemned work as "the curse of the drinking classes," all the most important transactions - whether they were to do with business or affairs of the heart - were concluded under the influence of alcohol. Lately, fashion has banished alcohol from the boardroom. Pity the director who offers a client a brandy "just because it's Christmas"; woe betide the company that mentions its well stocked cellar in its annual report. When Jurgen Schrempp, the new boss of Daimler-Benz, was interviewed recently by the police after a bit of a bender in Rome, he was pilloried around the world for his irresponsibility - a fate that his sober predecessors, who had lost Daimler-Benz a fortune, had somehow avoided.

The case in favour of this corporate sobriety is, however, wobbly in the extreme. Are managers healthier? No: executive stress of all kinds has increased dramatically. Performance and safety? Though nobody would want to ride in an aircraft whose pilot had just emptied the duty-free trolley, the City of London's fund managers have got no closer to beating the various stockmarket indices since Perrier-at-the-gym became de rigueur. Whisper it not to the "human resources" gestapo, but a glass of red wine a day is probably good for you.

The decline of the alcoholic lunch would matter less if this trend were not so out of tune with the deep changes taking place in the nature of modern business. All the latest management theory emphasises that corporate success depends increasingly on people getting on with one another. Brainpower, not physical plant, is now a firm's chief asset. And as firms become more specialised, their need to manage a chain of relationships with other specialists grows in importance. Every guru nowadays preaches the value of "trust".

Businesspeople were once rather good at this. Being in business once had everything to do with managing relationships, precious little to do with managing a spreadsheet, focusing on "core" or any other kind of competence, communicating by e-mail, or discovering "synergies". When you wanted to meet another company you invited its managers to your smoke-filled dining room and drank yourself into partnership.

Attempts to recover these lost skills in the boozeless 1990s have been little short of calamitous. The easy fellowship of inebriation has been replaced by a series of expensive and cheerless ordeals: the cold day at a golf-course; the long night at the opera; and, worst of all, the conference circuit, where the would-be networker has to eye up potential friends from behind a bottle of sparkling water and a bowl of mints, and try to grab a word with them during the coffee break. In the name of efficiency, bring back the two-martini lunch, before those nimble third-world competitors get there first.

JOHNNY MNEMONIC™

THE ULTIMATE MINDGAME

NOW IN STOCK

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GIGABYTES / GIGABUCKS.

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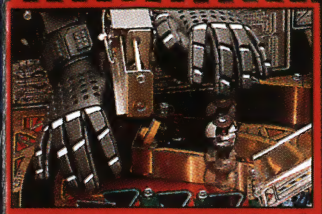
Break away from the monotony of the ordinary with Johnny Mnemonic™, Williams' new CyberSmash pinball based upon William Gibson's acclaimed short-story and the hot new movie starring Keanu Reeves. Johnny Mnemonic is sure to be a CyberHit with its dimensional graphics created to capture the virtual reality-scape of the movie.



The industry first magnetic Data Glove captures the ball in mid-air and guides it with 4-way controls to the Cyber Matrix.

Johnny Mnemonic Is A Massive Skill Rush Designed To Bring Expert Players Back.

- Depth of playfield challenges players
- CyberPunk awarded to players who collect 320 gigabytes

Get Johnny Mnemonic And You'll Be In The Mnemoney.

Beginners Can Also Join The CyberFun.

- Clear, wider ramps for easy access
- Simple shots for instant rewards

Special Effects Enhance Player Experience

- Unique picture-in-picture dot-matrix animations as Johnny transports vital information
- DCS Sound System™ pulses original music, sound effects and custom speech created at Williams' studios

Johnny Mnemonic Is The Most Player-Interactive Pinball.

- Magnetic Data Glove Captures Ball
- Player uses Data Glove to guide ball across playfield to CyberMatrix
- Myriad of awards hidden in each hole on CyberMatrix allow players to go on scavenger hunt in CyberSpace
- In CyberMatrix, practiced players can earn awards such as light extra ball or achieve a 3X JACKPOT during 3-ball Multi-ball

Unique new Cyber Matrix is an interactive lock. After 3 balls are locked on the Cyber, they re launched into a Multi-Ball frenzy.

Johnny Mnemonic personifies Williams' reputation for longer-playing, better-paying games.

- Cleaner configuration makes maintenance a breeze for operators

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JOHNNY MNEMONIC

SPECIFICATIONS: Height...76"...193cm • Height (with backbox folded)...56"...142cm
Width...29"...74cm • Depth...55"...140cm • Weight (crated)...270 lbs...122kg
Weight (uncrated)...250 lbs...113 kg